IN THE CLAIMS

1. **(Original)** A method of monitoring a game of chance that contains a repetitive action, the method comprising:

obtaining a stream of digital image data that includes a plurality of the repetitive actions stored thereon relating to the game of chance; and

automatically parsing the stream of digital image data to count the plurality of repetitive actions, the count obtained providing an indicator usable to monitor the game of chance.

2. **(Original)** The method of claim 1, wherein the step of automatically parsing the stream performs pattern recognition on fixed locations.

3. **(Original)** The method of claim 1, wherein the step of obtaining the stream of digital image data uses a video camera fixed in position that does not zoom.

4. **(Currently Amended)** The method of claim 1, wherein the repetitive action includes an action of a dealer dealing.

5. **(Currently Amended)** The method of claim 4, wherein the repetitive action of the dealer dealing corresponds to an area of the table where the dealer deals dealing occurs.

6. **(Currently Amended)** The method of claim 1, wherein the repetitive action includes an action of a player playing.

7. **(Currently Amended)** The method of claim 6, wherein the repetitive action of the player playing corresponds to an area of the table where the player bets bet is placed.

8. **(Currently Amended)** The method of claim 6, wherein the repetitive action of the player playing corresponds to an area of the table where the player plays at least one game piece is placed.

9. **(Currently Amended)** The method of claim 1, wherein the repetitive action includes actions of both a dealer and a player dealing and playing.

10. **(Original)** The method of claim 1, wherein the repetitive action includes an action of an object.

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11. **(Currently Amended)** The method of claim 10, wherein the repetitive action of the object is a landing of a marble in a slot of a wheel in a game of roulette.

12. **(Original)** The method of claim 11 further including the step of comparing a slot where the marble lands with a placement of a marker on a table position.

13. **(Original)** The method of claim 12 further including the step of triggering an event alarm if the slot where the marble landed and the table position where the marker was placed do not correspond to each other.

14. **(Original)** The method of claim 10 the repetitive action of the object is the marble being located at an inner edge portion of a wheel in a game of roulette.

15. **(Original)** The method of claim 1, wherein the game of chance is a card game.

16. **(Original)** The method of claim 15, wherein the repetitive action is an absence of cards at a predetermined location of a table.

17. **(Original)** The method of claim 15, wherein the repetitive action is an existence of objects at a predetermined location of a table.

18. **(Currently Amended)** The method of claim 15, wherein the card game is one of blackjack, pai-gow, 3 card poker, and baccarat.[.]

19. **(New)** The method of claim 15, wherein the repetitive actions are sequential acts based on sequence of actions in accordance with the rules of the card game

20. **(Original)** The method of claim 15, further including the step of comparing a color of a card against a color of a deck being dealt to assist in ensuring that the card is a legitimate card.

21. **(Original)** The method of claim 1, wherein the step of automatically parsing uses a mask to compare a scene corresponding to a location on a frame with the mask.

22. **(Currently Amended)** The method of claim 20 21, wherein the scene corresponds to an area of a table where cards are placed.

23. **(Currently Amended)** The method of claim 20 21, wherein the scene corresponds to an area of a table where bets are placed.

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24. **(Original)** A method of monitoring a repetitive action, the method comprising:

obtaining a stream of digital image data that includes a plurality of the repetitive actions stored thereon; and

automatically parsing the stream of digital image data to count the plurality of repetitive actions, the count obtained providing an indicator usable to monitor the repetitive action.

25. **(Currently Amended)** The method of claim ~~1~~ 24 wherein the step of automatically parsing the stream performs pattern recognition on fixed locations of frames.

26. **(Currently Amended)** The method of claim ~~23~~ 24 wherein the stream of digital image data includes a plurality of frames, and a portion of each frame is compared to a mask.

27. **(Currently Amended)** The method of claim ~~23~~ 24 wherein adjacent frames that both contain the portion that corresponds to the mask do not indicate a repetitive action.

28. **(Original)** A method of counting a plurality of objects comprising:

obtaining a stream of digital image data that includes therein a repetitive sequence that exists with respect to the plurality of objects; and

automatically parsing the stream of digital image data to count the repetitive sequence that exists; and

using the counted repetitive sequence that exists to estimate a number of the plurality of objects.

29. **(Currently Amended)** The method of claim ~~27~~ 28, wherein the plurality of objects include a plurality of vertically stacked chips separated by a spacer at repetitive intervals and the step of automatically parsing counts each different spacer.

30. **(Currently Amended)** The method of claim ~~27~~ wherein the plurality of objects include a plurality of object locations, wherein a predetermined value amount is placed at each object location, and wherein the step of automatically parsing counts each placement of another predetermined value amount at another sequential object location.

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31. **(Original)** The method of claim 30 further including the step of triggering an event alarm if the step of automatically parsing detects placement of a value amount at a location that does not correspond to the next sequential object location.